Story # :	Register an account	Priority	High
		Effort	Easy
As a	User		
I want	To have an personal account		
So that I can	Participate and earn money in the game		
Acceptance criteria	**Criterion i:** **Given**: The user has typed his new username, password and existing email address **When**: The user enters the information and creates a new account, gaining access to a trading account **Then**: The system automatically gives the user 1 million starting credits and prompts the player to join a new game		

Story # :	Choosing and joining game sessions	Priority	Medium
		Effort	Minimum
As a	User		
I want	Join a new game session		
So that I can	Participate and win the game		
Acceptance criteria	**Criterion i:** **Given**: The user already have an account registered and have not already joined an existing game **When**: The player picks and selects a game session that he/she wishes to participate in **Then**: The system puts the player in an avaliable slot in the game session and the player now has access to the virtual market and can buy/sell and evaluate the market.		

Story # :	Create and set up new game sessions	Priority	Medium
		Effort	Medium
As a	Admin		
I want	To set up a game session		
So that I can	allow players to join new games and prevent players from joining already commenced games		

	Criterion i:
	Given: there are no new games avaliable for new players to join
	When: The admin clicks on the game lobby, and select type and maximum amount of players, and set rules(can be special or default)
	Then: The system will notify the admin the game is created immediately, and players will be able to see the new game session and join
Acceptance criteria	

Story # :	Monitor and remove/ban players	**Priority**	Medium
		Effort	Medium
As a	Admin		
I want	monitor and evaluate players		
So that I can	Remove players who are inactive and ban players that are cheating		
Acceptance criteria	Criterion i: **Given**: The admin has been notified by the moderator and evaluated the player and deems the player to have broken the rules **When**: The admin clicks on his console, searches for the player and clicks on the player name, then choose either to ban or remove the player from game **Then**: The system will either ban or remove the player from the game, and records the player's offense and generates an email for the player notifying that he/she has been banned/removed.		

Story # :	Monitor server	**Priority**	High
		Effort	Medium
As a	Admin		
I want	monitor server operational status		
So that I can	Make sure the servers are running normally for players to connect		
Acceptance criteria	Criterion i: **Given**: The admin believes/sees the server having anomalies that may disrupt player connection to the webpage **When**: The admin clicks on his console checks the server status then either solve or leave the server problem **Then:** The system will either shut down for maintenance, or continue running if the admin deems the server to be running normally		

Story # :	Access Database	**Priorit y**	High
		Effort	Medium
As a	Moderator		
I want	To access the game's database		
So that I can	Check up on player progress, player numbers and any evidence of cheating		
Acceptance criteria	**Criterion i:** **Given**: The moderator does a regular check up on players **When**: The moderator clicks on his console then access the database through the database button **Then:** The system will present a list of data for the admin like a spread sheet, and the moderator can choose which type of data to check up and view		

Story # :	Assist Players	**Priorit y**	High
		Effort	Minimal
As a	Moderator		
I want	Assist and guide players		
So that I can	Players can receive assistance or any doubts or problems		
Acceptance criteria	**Criterion i:** **Given**: The moderator is contacted by the player through email submitted by the player on the contact us section **When**: The moderator receives and opens the email regarding the player's issue, then decide to assist the player **Then:** The email written by the admin is sent to the player providing instructions on solving the issue, and it's written in an pre-written template in save type via typing		